The following steps are current as of 7/26/06. At some point in the future, they may change.

1. Access your own px1 machine. Go to the nationalData directory:
    cd /awips/fxa/data/localization/nationalData

2. Use secure ftp to access the secure ftp NOAA1 server:
    sftp *account_name@IPaddress*
    If you do not know the ffmp account name, password, or the IP address of the NOAA1 sftp server, contact Edna Reid.

    You might get a message: "The authenticity of host '###.##.##.### (###.##.##.###)' can't be established. RSA key fingerprint is blahblahblah. Are you sure you want to continue (yes/no)?" Answer with "**yes**", not "y".

3. See the directory structure in the image below to find your pertinent files/directory. Chances are, you will want to access the "original_basin" tree, but it is *possible* that the update_basin tree may contain an update for your radar of interest.

4. Download the **_aggr_basins** and **_bin** files. Note that (to my knowledge) the get sftp command only takes one file argument, which means you either have to provide a regular expression that covers all of the files you want to download, or you need to issue multiple get commands. Also note that you may see a number of other files – these are not needed by FFMP and will only slow your download.
    get k@@@_aggr*
    get k@@@_bins*
    where k@@@ is the 4-letter radar identifier.
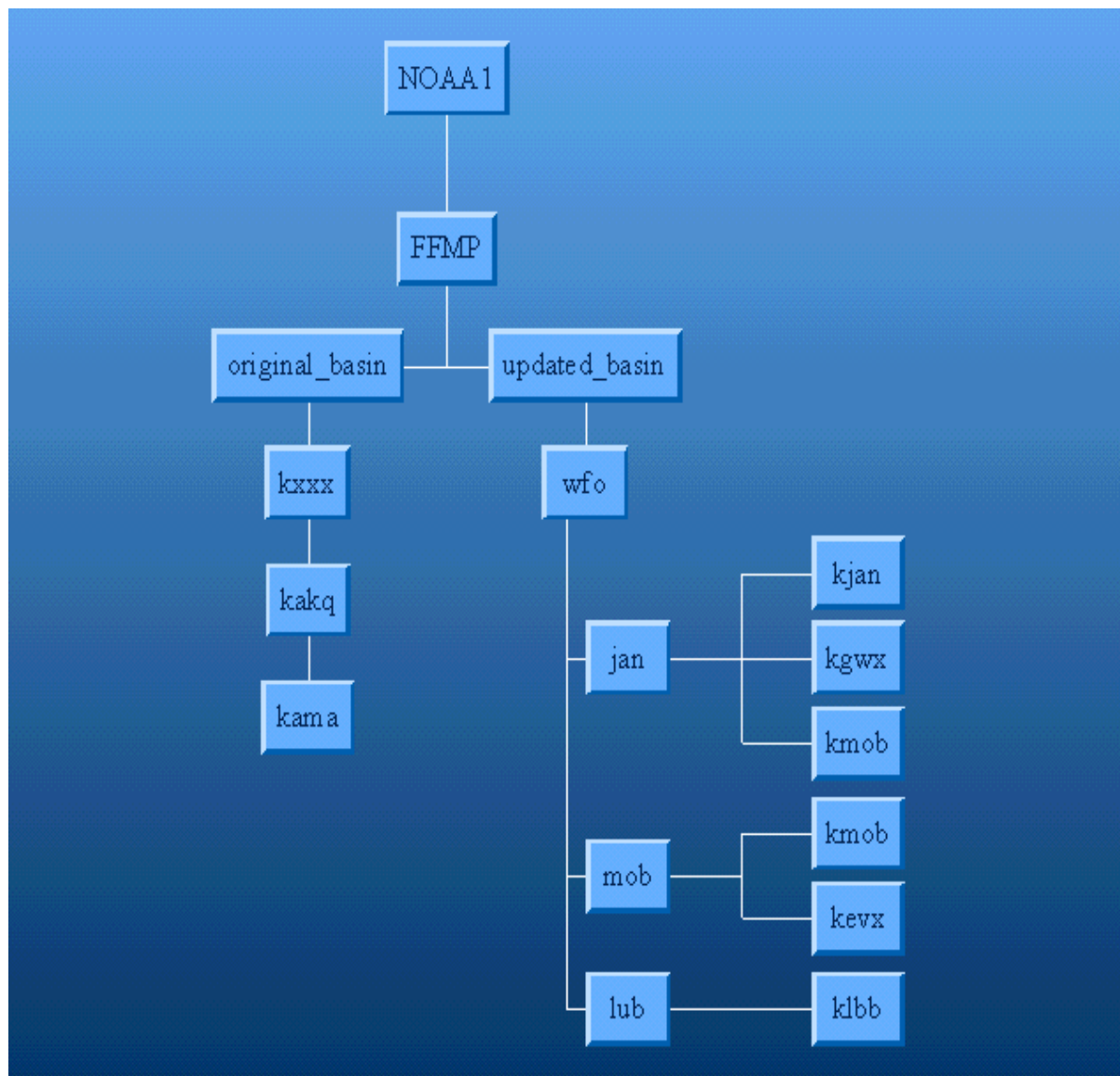   **Note:** This can take a while, so expect a full download may take on the order of an hour (+/-).
    Note: If you are also looking for the ref_sl files, they are supposed to be under the "original_basin/k@@@/custom" directory. Use the same get command to download them.

5. Make sure the files have the proper ownership and access permissions. Add the ref_sl files to these commands if you downloaded the ref_sl files:
    chmod 775 k@@@_aggr* k@@@_bins*
    chown fxa:fxalpha k@@@_aggr* k@@@_bins*

6. Once you have downloaded the files, follow the Forced Clean Localization instructions for FFMP, which are included below.

To conduct a Forced Clean Localization, as user **fxa,** on an **LX** machine:

1. Run the Forced Localization for your *Primary CWA*!:
   ```
   cd /awips/fxa/data/localization/scripts
   ./mainScript.csh f –scan
   ```

2. Stop the FFMPprocessor on px1:
   ```
   ssh px1
   stopFFMPprocessor
   ```

3. Remove some data files for *each radar* FFMP used to "see":
   ```
   cd /data/fxa/radar/XXXX/ffmp
   rm 200* FFG?hr.dat accum* FFG?hrOverride.dat
   ```
   where *XXXX* is the 4-letter radar ID and *?* is the FFG time frame (1, 3, 6). If you had to remove the Override files, you will have to re-apply them using the ForcedFFG.tcl GUI.
   ```
   ForcedFFG.tcl
   ```

4. Re-start the FFMPprocessor on px1:
   ```
   startFFMPprocessor
   ```

Note: With these steps, you'll temporarily lose FFMP functionality until the FFMPprocessor has time to build its accumulations again. In 30 minutes, FFMP will be able to display 30 minute data, 2 hour data will be available after 2 hours, etc.

Once you have displayable FFMP data again, check to see if it looks correct. If it does, then, instead of performing more "**scan**" localizations for each workstation, you can copy the necessary local files from your test Linux box to other workstations. If you don't want to wait to check the results, you can just copy these files immediately after Step 4:

5. Copy selected files to each other LX machine (machine that runs D2D):
   ```
   exit  (sends you back to the LX machine that was localized)
   cd /awips/fxa/data/localizationDataSets/@@@
   scp *aggr_basins* lx?:/awips/fxa/data/localizationDataSets/@@@/
   ```
   where *@@@* is your 3-letter WFO ID and *?* is the number of the LX machine.

Note: If any currently running D2D had the 'old' FFMP loaded at some point, it will need to be restarted before it will see the new localization output.